

AMENDMENT TO THE CLAIMS

1. (Cancelled)

2. (Currently amended) The method set forth in claim 1 A method of making a watermarked digital representation of a signal from an original digital representation thereof,
the method comprising the steps of:

making a first transformation of the original digital representation to produce a first intermediate digital representation;

adding watermark information to the first intermediate digital representation; and
reversing the first transformation, the first transformation having the property that
making and reversing the transformation spreads the watermark information across the
original digital representation;

wherein:

the original digital representation and the watermarked digital representation
belong to a first domain which is either the time/space domain or the frequency domain;
and

the step of making the first transformation includes the step of making a second
transformation into a second domain which is the opposite of the first domain and

the step of reversing the first transformation includes the step of making a third
transformation into the second domain.

3. (Original) The method set forth in claim 2 wherein:

in the step of making the first transformation, the step of making the second
transformation further includes the steps of

randomizing the second transformation and

obtaining the first transformation by transforming the randomized second
transformation into the first domain; and

in the step of reversing the first transformation, the step of making the third
transformation includes the steps of

obtaining the third transformation by transforming the watermarked first

transformation into the second domain;

derandomizing the third transformation; and

obtaining the watermarked digital representation by transforming the derandomized third transformation into the first domain.

4. (Original) The method set forth in claim 3 wherein:

in the steps of randomizing and derandomizing, the randomizing and derandomizing is done using a key.

5. (Currently amended) The method set forth in claim [[1]] 2 wherein the original digital representation has been made according to a perception model and the method further comprises the step of:

filtering the watermarked digital representation according to the perception model.

6. (Original) The method set forth in claim 5 further comprising the steps of:

determining whether the watermarked digital representation conforms to a quality and bitrate standard; and

when the watermarked digital representation does not conform, modifying the watermarked digital representation according to the perception model.

7. (Currently amended) The method set forth in claim [[1]] 2 wherein:

the steps of the method are performed at the time when the original digital representation is made from a received digital representation.

8. (Currently amended) A method of detecting watermark information in a watermarked digital representation of a signal, the watermarked digital representation having been made from an original digital representation of the signal by making a first transformation of the original digital representation to produce a first intermediate digital representation, adding the watermark information to the first intermediate digital representation, and making the watermarked digital

representation from the watermarked first intermediate digital representation by reversing the first transformation and the method comprising the steps of:

repeating the first transformation on the watermarked digital representation to produce a second intermediate representation; and

determining whether the second intermediate digital representation contains the watermark information[[. .]];

wherein:

the original digital representation and the watermarked digital representation belong to a first domain which is either the time/space domain or the frequency domain; and

the step of making the first transformation includes the step of making a second transformation into a second domain which is the opposite of the first domain and

the step of reversing the first transformation includes the step of making a third transformation into the second domain.

9. (Currently amended) A non-transitory storage medium having stored thereon:

[[A]] a watermarked digital representation of a signal comprising:

a digital representation of the signal in either a first domain which is the time/space domain or a second domain which is the frequency domain; and

watermark information spread across the digital representation, a transformation between the domains and a reversal thereof having operated to spread the watermark information[[. .]].

wherein:

the digital representation and the watermarked digital representation belong to a first domain which is either the time/space domain or the frequency domain; and

the step of making the transformation includes the step of making a second transformation into a second domain which is the opposite of the first domain and

the step of reversing the transformation includes the step of making a third transformation into the second domain.

10. (Cancelled)

11. (Currently amended) The method set forth in claim [[10]] 19 further comprising the step performed when a watermarked MPEG audio frame does not conform to the predetermined bit rate and quality of:

submitting the watermarked MPEG audio frame to bit/noise allocation and quantization.

12. (Currently amended) The method set forth in claim [[10]] 19 further comprising the step of:
filtering the watermarked MPEG audio frame with a filter based on the audio perception model.

13. (Cancelled)

14. (Currently amended) The method set forth in claim [[13]] 19 further comprising the step performed when a watermarked MPEG audio frame does not conform to the predetermined bit rate and
quality of:

submitting the watermarked MPEG audio frame to bit/noise allocation and quantization.

15. (Currently amended) The method set forth in claim [[13]] 19 further comprising the step of:
filtering the watermarked MPEG audio frame with a filter based on the audio perception model.

16. (Cancelled)

17. (Currently amended) The method set forth in claim [[16]] 19 further comprising the step performed when a watermarked MPEG audio frame does not conform to the predetermined bit rate and quality of:

submitting the watermarked MPEG audio frame to bit/noise allocation and

quantization.

18. (Currently amended) The method set forth in claim [[16]] 19 further comprising the step of: filtering the watermarked MPEG audio frame with a filter based on the audio perception model.

19. (Currently amended) The method set forth in claim 16 A method of adding watermark information to a MPEG audio frame, the method being performed after the raw samples for the MPEG audio frame have been submitted to quantization according to an audio perception model to produce the MPEG audio frame and before the MPEG audio frame is tested for conformance to a predetermined bit rate and quality and the method comprising the steps of:

receiving the watermark information; and

adding the watermark information to the MPEG audio frame;

wherein:

the step of adding the watermark information to the MPEG audio frame further spreads the watermark information across the watermarked MPEG audio frame;

wherein:

the step of adding the watermark information to the MPEG audio frame further comprises the steps of:

making a transformed frame that is a reversible transformation of the MPEG audio frame;

adding the watermark information to the transformed frame; and

making the watermarked MPEG audio frame by reversing the transformation of the watermarked transformed frame,

the transformation and reversal thereof operating to spread the watermark information

across the watermarked MPEG audio frame; and

wherein:

the step of making the transformed frame further comprises the steps of

making a first transformation of the MPEG audio frame to the time domain;

randomizing the first transformation; and
making a second transformation of the randomized first transformation to
the frequency domain; and
the step of reversing the transformation of the watermarked transformed frame
further comprises the steps of
making a third transformation of the watermarked second transformation
to the time domain;
derandomizing the third transformation; and
making a fourth transformation of the derandomized third transformation
to the frequency domain.

20. (Original) The method set forth in claim 19 wherein:

the step of adding the watermark information to the transformed frame comprises
the step of:
adding a predetermined frequency to the second transformation.

21. (Original) The method set forth in claim 20 wherein:

the predetermined frequency represents a bit of the watermark information.

22. (Original) The method set forth in claim 19 wherein:

in the steps of randomizing the first transformation and derandomizing the third
transformation, the randomizing and derandomizing are done using a key.

23. (Currently amended) A method of detecting watermark information in a MPEG frame, the
watermark information having been added to the MPEG audio frame by making a transformed
frame by applying a reversible transform to that is a reversible transformation of the MPEG
audio frame, adding the watermark information to the transformed frame, and making the
watermarked MPEG audio frame by applying a reversible transformation to by reversing the
transformation of the watermarked transformed frame, and the method comprising the steps of:
applying the reversible transform to the watermarked MPEG audio frame reversing the
transformation of the watermarked transformed frame; and

determining whether the frame resulting therefrom contains watermark information[[.]]; wherein:

the original digital representation and the watermarked digital representation belong to a first domain which is either the time/space domain or the frequency domain; and

the step of making the first transformation includes the step of making a second transformation into a second domain which is the opposite of the first domain and

the step of reversing the first transformation includes the step of making a third transformation into the second domain.

24. (Currently amended) A method of adding watermark information to a MPEG audio frame comprising the steps of:

making a transformed frame that is a reversible transformation of the MPEG audio frame the audio frame;

adding the watermark information to the transformed frame; and

making a watermarked MPEG audio frame by reversing the transformation of the watermarked transformed frame, the transformation and reversal thereof operating to spread the watermark information across the watermarked MPEG audio frame[[.]]; wherein:

the original digital representation and the watermarked digital representation belong to a first domain which is either the time/space domain or the frequency domain; and

the step of making the first transformation includes the step of making a second transformation into a second domain which is the opposite of the first domain and

the step of reversing the first transformation includes the step of making a third transformation into the second domain.

25. (Currently amended) A non-transitory storage medium having stored thereon:

[[A]] a MPEG audio frame comprising:

a frequency-domain representation of an audio signal; and

watermark information spread across the frequency-domain representation, a transformation of the frequency-domain representation and a reversal thereof having operated to spread the watermark information.

26. (Currently amended) An improved MPEG audio encoder of the type that includes at least a quantizer that produces an MPEG audio frame according to an audio perception model from raw samples for the frame and a quality checker that receives the MPEG audio frame from the quantizer, determines the quality and bitrate of the MPEG audio frame, and returns the MPEG audio frame to the quantizer if the quality or bitrate is insufficient, the improved MPEG audio encoder having the improvement comprising:

a watermarked frame maker that receives a MPEG audio frame from the quantizer, adds watermark information to the MPEG audio frame, and provides the watermarked MPEG audio frame to the quality checker[.]; wherein the watermarked frame maker

receives the watermark information; and

adds the watermark information to the MPEG audio frame;

wherein:

the step of adding the watermark information to the MPEG audio frame further spreads the watermark information across the watermarked MPEG audio frame;
wherein:

the step of adding the watermark information to the MPEG audio frame further comprises the steps of:

making a transformed frame that is a reversible transformation of the MPEG audio frame;

adding the watermark information to the transformed frame; and

making the watermarked MPEG audio frame by reversing the transformation of the watermarked transformed frame,

the transformation and reversal thereof operating to spread the watermark information

across the watermarked MPEG audio frame; and

wherein:

the step of making the transformed frame further comprises the steps of

making a first transformation of the MPEG audio frame to the time domain;
randomizing the first transformation; and
making a second transformation of the randomized first transformation to the frequency domain; and
the step of reversing the transformation of the watermarked transformed frame
further comprises the steps of
making a third transformation of the watermarked second transformation to the time domain;
derandomizing the third transformation; and
making a fourth transformation of the derandomized third transformation to the frequency domain.

27. (Currently amended) An **improved** MPEG audio decoder of the type that receives a MPEG audio frame and produces digital audio output therefrom,
the **improved** MPEG audio decoder **having the improvement** comprising:

a watermark information detector that detects watermark information in the MPEG audio frame, the watermark information having been added to the MPEG audio frame by making a transformed frame by applying a reversible transform to that is a reversible transformation of the MPEG audio frame, adding the watermark information to the transformed frame, and making the watermarked MPEG audio frame by applying the reverse of the reversible transform to by reversing the transformation of the watermarked transformed frame, and the watermark detector detecting the watermark information by applying the reversible transform to the watermarked MPEG audio frame reversing the transformation of the watermarked transformed frame and determining whether the frame resulting therefrom contains watermark information[[.]]; wherein:

the original digital representation and the watermarked digital representation belong to a first domain which is either the time/space domain or the frequency domain;
and

the step of making the first transformation includes the step of making a second transformation into a second domain which is the opposite of the first domain and

the step of reversing the first transformation includes the step of making a third transformation into the second domain.

28. (Currently amended) Apparatus for reading watermark information from a MPEG audio frame comprising:

a watermark information detector that detects watermark information in the MPEG audio frame, the watermark information having been added to the MPEG audio frame by making a transformed frame by applying a reversible transform to that is a reversible transformation of the MPEG audio frame, adding the watermark information to the transformed frame, and making the watermarked MPEG audio frame by applying the reverse of the reversible transform to by reversing the transformation of the watermarked transformed frame, and the watermark detector detecting the watermark information by applying the reversible transform to the watermarked MPEG audio frame reversing the transformation of the watermarked transformed frame and determining whether the frame resulting therefrom contains watermark information; and

a watermark reader that receives the watermark information from the watermark information detector and reads a watermark message from the watermark information[.];
wherein:

the original digital representation and the watermarked digital representation belong to a first domain which is either the time/space domain or the frequency domain;
and

the step of making the first transformation includes the step of making a second transformation into a second domain which is the opposite of the first domain and

the step of reversing the first transformation includes the step of making a third transformation into the second domain.